

SNOOPER TROOPS™

CASE #1 THE GRANITE POINT GHOST

IS THERE A GRANITE POINT GHOST?

The police don't think so, but **SOMEONE** is trying to scare the Kims right out of their home. So now you're on the case. How many weeks will **YOU** need to find out what's **REALLY** happening at the old Cable mansion? The police think Blume looks suspicious. But there are seven other suspects, too. If you find the **GUILTY ONE**, you'll get a complete confession. **GOOD LUCK!**

AS A SNOOPER TROOP DETECTIVE, YOU HAVE:

- ** a SnoopMobile**
- ** a wrist radio**
- ** a flashlight**
- ** a camera**
- ** a pencil**
- ** and the SnoopNet Computer**

LOADING THE PROGRAM

Apple®:

1. Put the **SNOOPER TROOPS** disk into the disk drive.
2. Turn on the computer and the monitor.
3. Close the disk drive door.

NOTE: For this program to run on Apple IIe, press the **CAPS/LOC** key. This will put the computer into the upper case mode.

Atari®:

1. Put the Basic Computing Language Cartridge into your computer. Make sure your computer is turned off.
2. Turn on your disk drive.
3. When the top red light (the "BUSY" light) goes out, open the disk drive door.
4. Insert the **SNOOPER TROOPS** disk and close the disk drive door.
5. Turn on the computer and the monitor.

Commodore 64™:

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the SNOOPER TROOPS disk into the disk drive and close the door.
4. Type **LOAD"SPIN",8**
5. Once **READY** appears on the screen, Type **RUN**
6. Press the **RETURN** key. Your program will appear shortly on the screen.

IBM®:

1. Put the DOS disk into the disk drive and close the disk drive door.
2. Turn on the monitor and the computer.
3. When **A>** appears on the screen, remove the DOS disk from the disk drive, put the Game Disk into the disk drive, and close the door.
4. Type **ST1** and press the (**←**) key.

To add DOS to your game disk:

You may add DOS 1.0 or higher (Disk Operating System) onto the Game Disk in order to make the game self-booting. You need to install DOS only once. For additional help installing DOS refer to your computer manual.

Load your game after adding DOS:

1. Place the Game Disk in drive A and close the disk drive door.
2. Turn on the computer. The program will load automatically.

HINTS FOR GETTING STARTED

- To play SNOOPER TROOPS, move your detective and drive the SnoopMobile to search for clues.
- Look through the Snoop Troops book.
- Drive the SnoopMobile to a suspect's house.
- Knock on the door of the house and ask the suspect a question.
- Find a phonebooth and make a telephone call.

NETWORK

The software you have purchased is sold for use on only one computer at a time. Use of this software on a network violates copyright law. In order to use this software on a network, you must contact your vendor or Queue, Inc. and obtain a contract signed by Queue. Pricing depends on the number of computers which will be on the network.

PLAYING THE GAME

When playing Snooper Troops certain questions will appear on the screen that you will have to respond to by typing **Y** for Yes or **N** for No. A Snooper Troops Detective can be either Agent 1 or Agent 2. If it is your first day on the case, there is no difference between which agent you choose to be. But if you have already played the game and you want to use your Old Agent Records, you should continue to be the agent you played before.

The SnoopNet Computer has important files of information stored in it.

[P] Press **P** to see the list of suspects.

[S] Press **S** to see special messages

[A] Press **A** to accuse a suspect.

[O] Press **O** to recall old clue files.

[L] Press **L** to leave Snoop Troop Headquarters and get into the SnoopMobile.

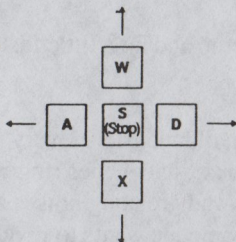
Press **M** for Mr. X clues or Press **S** for special clues. It is not necessary to press RETURN* after typing M or S.

You can turn off the computer and save the Snooper Troops information you have gathered. If you put a write-protect sticker over the notch on the disk, you will not be able to mark where you have left off in the game.

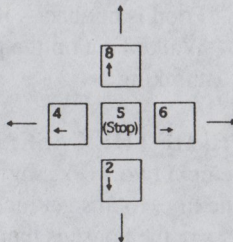
*If you have an IBM , use the enter key (↵) wherever these instructions refer to a return key.

USE THESE KEYS TO MOVE YOUR DETECTIVE (WHEN OUT OF THE SNOOPMOBILE OR INSIDE A HOUSE) AND TO DRIVE THE SNOOPMOBILE.

Atari®, Apple®, Commodore 64™:



IBM® :



THE SPACEBAR WILL ALLOW YOU TO:

- GO INTO SNOOP HEADQUARTERS if you are parked in front.
- GO TO A HOUSE if you are parked in front.
- GO INTO A PHONEBOOTH if you are parked next to one.
- KNOCK ON A DOOR if you are standing right in front of one.
- CRAWL THROUGH A WINDOW if you are standing right next to one.
- TURN YOUR FLASHLIGHT ON AND OFF if you are in a dark house.
- TAKE A "SNOOPSHOT" if you are next to a clue (?) in a house.
- GO BACK INTO YOUR CAR if you are standing next to it.
- LEAVE A PHONEBOOTH and put you in your car.

In other words, if you are looking for a button to push, the spacebar will usually help you out.

SNOOPING AROUND

- When you are inside a house, you don't want to get caught. So take care using your flashlight and beware of bumping into walls and clues.
- Leaving the house after photographing a clue can be tricky. Don't dawdle.

Once you are in the phone booth and have entered the telephone number you wanted to call, press **RETURN** to complete your call.

Friday, April 7

- | | |
|-----------|---|
| 7:00 p.m. | Arrived in Granite Point. Quaint town! |
| 7:10 p.m. | Gassed up the car. |
| 7:22 p.m. | Arrived at Snoop Headquarters. Picked up my files and got the key to my room. |
| 7:55 p.m. | Stopped for a bite at the Sail and Anchor. Read the files with supper. Food is not bad -- if you like fish. |
| 8:30 p.m. | Walked out on the pier to get a look at the setup and do a little fast thinking. |

THE FACTS OF THE CASE: This family moves into an old mansion. Every night for the next two weeks, lights go on and off in the house, telephones ring with no one on the line, rooms get messed up, strange footsteps and groaning noises are heard. Folks say the house is haunted. Sounds to me like someone wants to give them a bad scare. But why? Besides, what would a ghost do with a Siamese cat? There's more to this than meets the eye.

WHAT HAPPENED ON THURSDAY, APRIL 6 AT THE OLD CABLE MANSION.

7:00 p.m Kims sit down to dinner in dining room. Dining room lights go on and off six times.

7:30 p.m Alice and Jennifer do dishes. Amanda does homework in her room. Sammy Mudd goes out for a walk.

7:45 p.m Loud bell sounds come out of walls. Lights go on and off all over house.

7:48 p.m Amanda Kim locks Siamese cat in bedroom and goes downstairs.

7:50 p.m Phone rings - neighbor complains about noise.

7:55 p.m Bells stop. Amanda Kim unlocks bedroom door. Room a mess and cat is missing.

8:05 p.m Family searches for cat. Sammy finds old photo in basement.

9:00 p.m Police called in on case.

BACKGROUND NOTES:

The Kims

ALICE, MICHAEL, AND THEIR DAUGHTERS, AMANDA AND JENNIFER
Michael is an engineer who is an expert in fixing ship engines. For two weeks he's been away on a special mission in the South Atlantic. He is trying to free a stranded nuclear submarine and cannot be reached by his family. Alice writes historical novels and is working on a book about the Revolutionary War. Amanda is twelve and loves her cat, her family , and sailing, in that order. Jennifer is eight and is always poking her nose into everything.

THE KIMS' NEW HOME

Known as "the mansion," the house has been owned by the Cables for almost two hundred years. It has Ezra's name because he made many repairs and additions to the place during the middle eighteen hundreds. The last people who lived there were Jeremiah Cable, who drowned at sea, and his wife Abigail, who was accidentally killed shortly after her husband's death. Although the house had been empty since 1906, some folks in town say that Abigail's ghost still wanders around in there. All sorts of rumors and tales are told about the place. In recent months, the police have been up there several times to look into reports of weird noises and flickering lights at night. But no sign of any trespassers has ever been found. However, witnesses insist that they saw what they saw. The mansion has been for sale for years. Four weeks ago, it was suddenly sold to the Kims who have come here from Alaska.

Essie Cable

THE SWEET OLD LADY

Essie and her two sisters live in the smaller Cable house. They had to sell the mansion because caring for it just cost too much. Essie was heartbroken. She is always digging up more about her family's history and often holds seances to try to contact her ancestors. She has visited the Kims twice lately to tell them about the house's history, but Mrs. Kim has been too worried about things to listen. Mrs. Kim thinks Essie is a bit odd, but the kids seem to like her.

Suspect:

Address:

Not home:

Phone:

Key words:

Alfred Grummbal

THE NEXT DOOR NEIGHBOR

Grummbal is a person who likes things quiet. In fact, when the festival committee tried to rent the Cable mansion to use as an exhibit, he said he would sue the town. When the place was finally sold to the Kims, he was even madder. Now he's talking about putting a high fence around his yard. Although he is married, no one has seen his wife for years. Before he retired he worked down in the village in the loan department of the bank.

Suspect:

Address:

Not home:

Phone:

Key words:

Lady Liberty

THE TWO-MASTED SCHOONER

Originally built by Thomas Cable, the Lady Liberty was used to transport soldiers during the Revolutionary War. Later it carried cargo to and from the West Indies. Then, for several years before the Civil War, it was used to carry run-away slaves to freedom in Canada. Now the ship is being repaired and restored from top to bottom. It will be the main attraction at the Granite Point 300th birthday celebration. This festival, including the first re-launching of the Lady Liberty, begins this June 15.

THE SIAMESE CAT

This cat is a champion sealpoint Siamese worth about \$1000. It has been missing since 7:55 p.m. on Thursday, April 6. The cat is owned by Amanda Kim of Granite Point. It disappeared from her locked bedroom. The police have found no evidence of foul play.

Angelo Blume

THE GARDENER

Except for about 10 years, Angelo has lived in Granite Point all his life. For as long as anyone can remember, he has worked up on the cliff taking care of the yards around the houses there. In addition, he has always done odd jobs for the Cable sisters. He was very surprised to discover that the new owners of the Cable mansion no longer need his services. He has always loved the old house and did his best to keep it in good condition. Since he works for so many families, Angelo always seems to know just what's going on around town. In fact, he is a bit of a gossip.

Suspect:

Address:

Not home:

Phone:

Key words:

Sammy Mudd

THE ORPHAN

Sammy's parents were killed in a plane crash three years ago when he was eleven. So he came to live with his Aunt Alice and her family. At first Sammy didn't think he would like living in a house with just girls. But he has found he especially likes doing things with Michael. Now the Kims are hoping that Sammy will let them legally adopt him. When Michael is away, Sammy tries to be the man of the house, but it is a lot of work. Even though he and Amanda are the best of friends, he still spends a lot of time by himself.

Olivia Ramirez

THE MUSEUM CURATOR

Olivia was hired for her job at the museum in Granite Point less than a year ago. She likes the people in the town and wants to do well at her new job. She was elected secretary for the festival committee. Recently she bought, at a high price, a ruby necklace and a handful of gold coins for the museum's Colonial History collection. Although the necklace and the coins are real, Olivia won't say where she got them. Olivia has told museum officials that she must keep her secret if the museum wants to get more treasures.

Suspect:

Address:

Not home:

Phone:

Key words:

Suspect:

Address:

Not home:

Phone:

Key words:

Harry Gettrich

THE REAL ESTATE BROKER

Folks can't figure out just why Harry set up a real estate office down in the village when he moved to Granite Point last year. So few people move in and out of Granite Point that selling houses doesn't seem to be a good way to make a living. But Harry has joined a lot of Granite Point activities and, for an outsider, he's well liked. Since the Kim's have moved in, he's taken a sudden interest in the Cable mansion. He's been up there twice trying to buy the place. No one can figure out why he wants to buy it or where he's going to get the money to pay for it.

Paige Smithson

THE HISTORIAN

Paige lives by himself in the Old Washburn carriage house down behind the Cable mansion. The place isn't much, but since it sits right at the edge of the cliff, the ocean view is beautiful. Paige moved in a few months ago after he took his new job at the state college library last summer. Paige doesn't go out with friends much, but he keeps busy. He is serving as the historical expert on the festival committee. He is always interested in anything to do with Granite Point history.

Suspect:

Address:

Not home:

Phone:

Key words:

Suspect:

Address:

Not home:

Phone:

Key words:

Cap'n. Cyrus Washburn

THE OLD SALT

The Captain's great grandfather was Canon Washburn, the famous churchman who spoke out against slavery. After a long life at sea, the captain has retired and taken an interest in Granite Point activities. He is chairman of the Granite Point festival committee and is in charge of the Lady Liberty. He worked hard to rent the Ezra Cable house to fix it up for the festival, but the Kims bought it instead. Anyway, the captain's friend Alfred Grummbal didn't like the idea of renting the place and the captain thinks alot of Alfred's opinion.

Suspect:

Address:

Not home:

Phone:

Key words:

CASE NOTES:

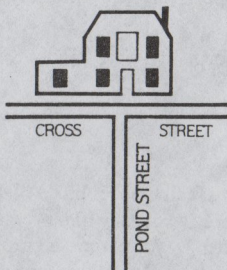
You may want to write down some notes on your own paper under the following headings:

SnoopNotes

Mr. X Clues

Special Message Clues

MAP OF GRANITE POINT: You will want to fill in this map as you drive around town.



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